

# TERMINATOR WARS

## PLAYER INFORMATION PACK

# Introduction

Let the games begin. Welcome to Terminator Wars.

This players pack aims to give you all the necessary information to get to, register and play at this event.

Any queries or questions about the game or this player's pack can be made to TripleCC, The Decorator, or DDR400 via UKScenario.

Or alternatively you can send an e-mail to [warrenwoodrangers@hotmail.co.uk](mailto:warrenwoodrangers@hotmail.co.uk)

If you still need to book your ticket, head over to the game website at...

[www.terminatorwars.co.uk](http://www.terminatorwars.co.uk)

Enjoy,

The Ranger-SPS Events Team.

# Timetable of Events

## Saturday

12:00 Registration Opens

15:00 Registration Closes

12:00 - 15:00 Site Touring Available

## Sunday

07:00 Site Opens

07:00 Chrono Opens Ready For Tagging

07:00 Registration Opens

08:45 Registration Closes

09:00 Game Briefing

10:00 - 11:00 Game 1

11:00 - 11:30 Break

11:30 - 12:30 Game 2

12:30 - 13:30 Lunch

13:30 - 16:30 Games 3/4

Play finishes at 16:30

Presentation/Scores - 16:45/17:00

# Safety Rules

## Marker Safety

1. Any marker will not be permitted into the safe zone without being deemed safe, this includes the marker being de-cocked or de-gassed, and having a barrel sock attached.
2. Barrel Socks must be on the marker at all times in the safe zone.
3. NO dry firing will be permitted inside the safe zone
4. All Dry firing and testing of markers is to be done either on the range or on the field of play.
5. Barrel socks are not to be removed until a marshal has given permission. This is due to walks to/from the game fields being made without masks.

Anyone found to be in breach of these rules will be subject to a team-points deduction, and time spent out of the game in a sin-bin.

## Firing Modes

The only permitted firing modes are as follows...

|                |                     |
|----------------|---------------------|
| Semi-Automatic | - Capped at 15.4bps |
| Ramping        | - Capped at 15.4bps |
| Response       | - Capped at 15.4bps |

Any other firing modes, including full-auto, breakout or burst fire, are not permitted.

Anyone found to be in breach of these rules will have their team subject to a point deduction, and will spend time removed from the game in Sin-Bin.

## Pyrotechnics

The only pyrotechnics allowed on site for this game will be paintball-approved smoke grenades. These will be for sale on the day.

Sadly due to nearby proximity to residential areas, flash-bangs are not permitted.

Non-compliance with these rules will result in penalties and exclusion from the game.

## **Other Equipment Rules**

1. Goggles must be of the full-face type, and paintball approved.
2. Goggles must be worn at all times when stated by the marshals. They will not be removed until cleared by the marshals, or until within the safe zone.

Non-compliance with these rules will result in penalties, and exclusion from the game.

## **Chronograph**

There will be a chronograph available on site from the off. All players will need to be tagged by a marshal at the chrono station.

Entry on the field will not be permitted without a tag.

Spot checks will be made on the field and anyone found to be in breach of the limit will be subject to penalties.

The chrono limit is **280 FPS.**

## **General Safety and Site Rules.**

1. The decisions of all marshals and staff are final. Failure to adhere to a staff decision will result in point deduction and sin bin. Repeat offences will result in exclusion from the game, or ejection from the site.
2. In the event of ejection from the site, you will not be re-funded.
3. Any unsafe, dangerous or irresponsible action, as deemed by the staff, will result in instant exclusion from the game.
4. Overshooting or shooting at players whom are -
  - a. Eliminated with their hand in the air

b. Being attended to by a Marshall

Will be penalised.

5. Wiping or other cheating will also be penalised.
6. The carrying of offensive weapons or prohibited items on to the field is not allowed
7. The climbing of trees or game props is prohibited
8. NO physical contact is permitted. Anyone found doing so will be ejected from the game immediately.
9. Do not shoot at anyone not playing the game. This will be obvious, and includes marshals, photographers, and observers.
10. The consumption of illegal drugs or alcohol on site is strictly prohibited, anyone found in breach of this rule will be instantly removed from the game and excluded from the site.

## **Air Rules**

HPAC will be onsite offering air fills of 4500 and 3000 PSI.

A bottle check will be required on registration by the game staff, as well as initially by the HPAC staff at the fill station to enable you to fill with air.

Air bottles can be loaned from the site free of charge, but we will require a £40 deposit on each bottle, due to previous thefts.

Please ensure you bring enough cash to cover the deposit, should you need a bottle.

# Game Information and Rules

## General information

The scenario and teams are based around the Terminator series of films. As such there are two sides within the game -

### The Human Resistance

Lead by John "FLH" Connor

Special Characters are -

Special Service Command - Kyle "Tank" Reese  
Mission Specialist - Sarah "Bash" Connor

### Skynet/The Machines

Lead by The T101 aka "Cambo"

Special Characters are -

Infiltration Command - T1000 aka "The\_Boy"  
Mission Specialist - TX aka "Zoe2004"

## Game Scoring

A full mission briefing will be released before the game, detailing exact mission details for

each team. The purpose of this section is for informative purposes.

## Game 1 : "Terminator Attack"

### **Duration : 1 Hour**

Points are gained for every 10 minute point in which a flag is raised at the flag station. From game on the points will be awarded every 10 minutes.

### **Point Addition**

|                                  |                     |
|----------------------------------|---------------------|
| <b>Holding of a Flag Station</b> | <b>+ 100 Points</b> |
| <b>Secondary Objective</b>       | <b>+ 250 Points</b> |

## Game 2 : "Counter strike"

### **Duration : 1 Hour**

Points are gained for every 10 minute point in which a flag is raised at the flag station. From game on the points will be awarded every 10 minutes.

### **Point Addition**

|                                  |                     |
|----------------------------------|---------------------|
| <b>Holding of a Flag Station</b> | <b>+ 100 Points</b> |
| <b>Secondary Objective</b>       | <b>+ 250 Points</b> |

### Game 3 : "The Battle of Los Angeles"

#### **Duration : 3 Hours**

Points are gained for every 10 minute point in which a flag is raised at the flag stations. From game on the points will be awarded every 10 minutes.

#### **Point Addition**

|                                  |                     |
|----------------------------------|---------------------|
| <b>Holding of a Flag Station</b> | <b>+ 100 Points</b> |
| <b>Secondary Objective</b>       | <b>+ 250 Points</b> |

### Game 4 : "A Race Through Time"

#### **Duration : 1 Hour**

Points are gained for every item delivered through a pre-determined location. A player can carry only one item, and once the item is delivered, the player can then re-spawn.

#### **Point Addition**

|                            |                     |
|----------------------------|---------------------|
| <b>Delivery per item</b>   | <b>+ 10 Points</b>  |
| <b>Secondary Objective</b> | <b>+ 250 Points</b> |

## Additional Scoring

Throughout the day there will be items and artefacts on the field of play.

These items are for various uses. Some are used in objectives, and some can be handed into the game staff to be redeemed for points.

The points values of these items can range from 5 - 50 Points.

Full details will be revealed in the mission pack.

## **Penalty Points**

Penalty points will not be taken from your side, rather added to the opposition. They are as follows..

**Wiping/overshooting/cheating            + 100 Points**

**Arguing with marshals (per person)    -**

**First offence                            + 5 points**

**Continued offence                    + 10 points**

**Further offence                        + 20 points**

*The further offence will accompany removal from the game, along with the nearest fellow player, using the 1 for 1 method.*

**Safety Infringement                    + 10 points**

*A safety infringement will accompany removal from the game, along with the nearest fellow player.*

## **Medics and Eliminations**

There will be a mobile medic armband provided for each team. A player from that team then needs to be selected as a Medic. The medic can be changed throughout the day (although the armband may not be passed from a dead player to a live player)

There will also be a respawn point on the field designated for each team.

Upon being eliminated, head toward your team medic. They will wipe your hits off.

Alternatively head to your respawn point, have your hits wiped off.

You can then re-enter the game.

An elimination is counted as a valid shot on any part of your person or equipment.

Discarded equipment, such as pods, does not count, as long as you are not touching the equipment at the time of the shot.

Upon being eliminated, raise your gun in the air, and head to your medic or respawn.

If after being eliminated from the game you need to re supply with paint or air, make your gun safe, and with the permission of the marshal, head back to the safe zone. **Your mask must remain on until inside the safe zone.**

# **Food And Retail**

BZ Paintball will be onsite offering their usual brand of tech service and goods for sale.

Paint will also be available from the onsite shop, or under pre-order from BZ.

**You may Bring Your Own paint to this event. .68 calibre paintballs only.**

Rental Equipment is available for hire for the day, please speak to an event organiser to arrange this.

Food and drink will be served all day at a suitable price from a catering van.

# **Directions**

The post code to enter into sat-navs is as follows...

# SG13 8NH

